

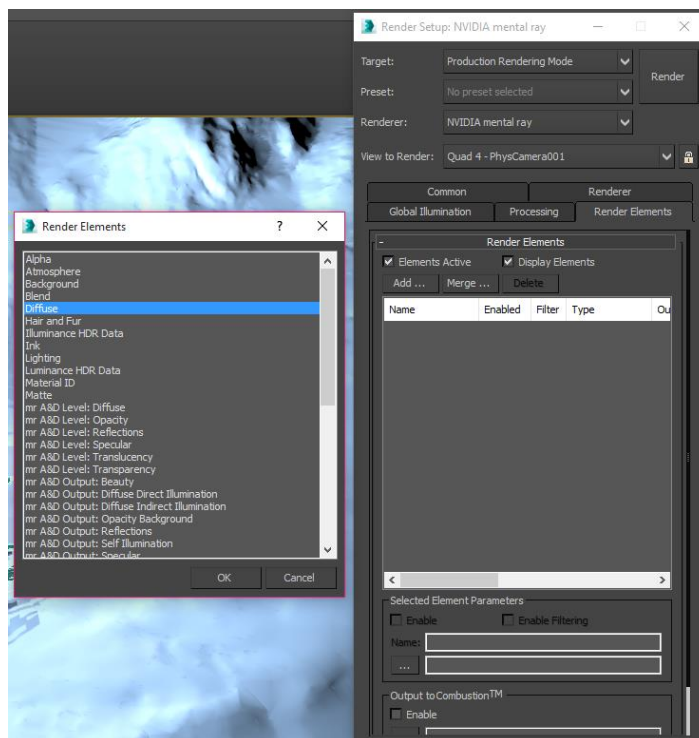
Post-production

Post Production involves final adjustments and finishes to the rendered 3D model or animation. The relationship between perspective composites and 3D modelling is blurred. The post-production process has changed dramatically, allowing the insertion of 3D content on 2D rendered images, animation of stills creating time-lapse pieces and a whole host of toolsets and options for changing the work. The final rendered image may also be traced, and hand-drawn elements may be added through drawing tablets or printed and drawn upon then re-scanned. Often the artificial quality that can result from the rendering process may require degradation, ageing, scathing and damaging surfaces and objects. Post-production may also involve atmospheric effects, lighting enhancements and the populating of views. See also **Chapter 3's** post-production tutorial.

Render passes

Render passes allow you to render each of the elements of a 3D object, such as its diffuse colour, shadow and reflection. This allows greater control in post-production in Adobe Photoshop and/or in Adobe After Effects for an animated scene.

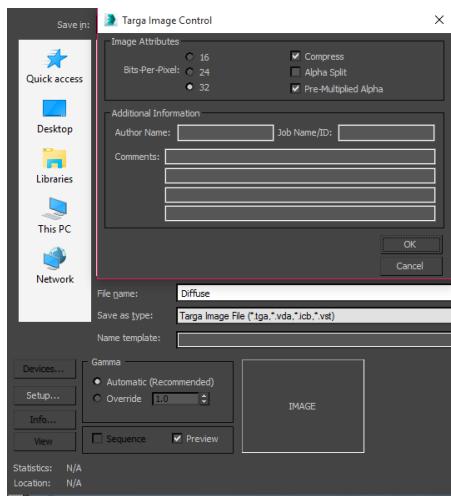
This mode allows adjustments to individual elements but more importantly time-saving in 3D production of design work.



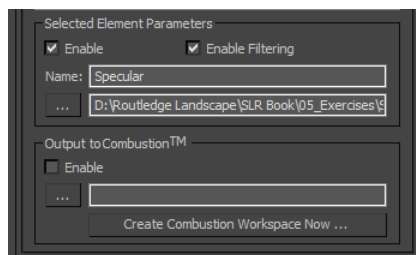
1. Load 3DS Max and press F10 to open the *Render settings* window. Click on the *Render elements* tab. Click *Add*. This opens the *Render elements* window.

This model merges the terrain surface from the earlier modelling tutorial with the abstract city of the lighting tutorial. Any elements can be rendered; in this case, the diffuse, specular,

reflection and shadow maps of the object. Click *Add* and select *Diffuse*, then do the same for *Reflection*, *Shadow* and *Specular*.



2. With *Diffuse pass* selected, click on *Browse* tab. Save the file as *Diffuse* and as a TARGA file format. The saving process opens the *TARGA Image Control* window. Choose the 32 bits-per-channel option. Press *Render* and each part will be rendered.



3. Load Adobe After Effects or Photoshop and add each render layer and use the *Multiply* or *Screen blend* modes for the reflection layer to control post-production and finish. Alternatively, in the *Render elements* tab you can export the passes to Autodesk Combustion, the motion graphics software.

Additional links

Multi-render passes: <https://knowledge.autodesk.com/support/3ds-max/learn-explore/caas/CloudHelp/cloudhelp/2016/ENU/3DSMax/files/GUID-4B669CFE-54BB-4C23-A369-49430A9EB9C9-htm.html>

3DS Max plug-ins: www.scriptspot.com/3ds-max/plugins

Turbo Squid: www.turbosquid.com/Storefront/3ds-max-plugins

Strategies for Landscape Representation: Digital and analogue techniques, Routledge. ©2017 Paul Cureton.

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